
Compiled, Edited, Published by: Ron Kovacs
Coordinator: Susan Perry (Soon to be) <-No comments Sue!!

ZMAG BBS (201) 968-8148 300/1200 24 hrs
(c)1987 Syndicate Services/Rovac

ST INDEX 12

<*> Atari Scuttlebits.....Bob Kelly
<*> Special Offer.....Calamity Jane
<*> Thoughts on ShareWare.....Calamity Jane
<*> A New Online Service.....CrossRoads
<*> Lunar Lander.....John Williams
<*> Hardware Review.....Glenda Stocks
<*> Product Announcement (Re-Release).....SABA
<*> Computer Show Update.....Ctsy Antic Online
<*> ZNews Update.....Bruce Kennedy
<*> Terminal Setting Help.....GENie/Atari

ATARI SCUTTLEBITS--NOVEMBER

By Bob Kelly

ATARI and It's Competitors

Prior to "Black Monday" (October 19, 1987), the stock market had been in a period of decline since August. Atari stock at closing on October 16, 1987 stood at \$10, down over 30% in the last month and a half (see September column for more details). Rumors about Atari continued to circulate in the user community: Gary Tramiel was focusing on shaping-up Federated stores while Sam runs Atari, implying, of course, that Jack lost interest in running both; dealers didn't have the new products on the East Coast and Canada, implying either poor management or a break down in the Far East supply chain. The rumors

multiplied and I could not verify a single one of the many. Complicating the picture is one known fact, Atari fired the last three successive Vice Presidents for marketing, faster, it seems, than the blitter chip can refresh the screen.

To the outside world, this turmoil makes Atari seem not only to be at war with itself, but also with its customers. Thus, by either inference or divine judgement many investors believed something to be wrong in the house of Tramiel. Now along comes Black Monday, the stock market falls by 508 points. Atari's stock (ATC) drops another 20% to \$8 per share. Coupling the general economy-wide factors negatively impacting the stock market with Atari's perceived unsettled management situation leaves an investor less than optimistic about short-term performance potential. I have placed an automatic sell order to minimize my loss should ATC decline further.

While this story has been unfolding, other computer manufacturers reported impressive returns for 1987.

Apple:

It was all smiles at Apple Corporation prior to October 19. The firm experienced its second record growth quarter in a row. For the quarter ending September 25th, sales were \$786 million versus \$511 million for the same period

last year, an increase of 54%. For the preceding quarter, sales increased by 42%. For the entire fiscal year of 1987 sales were roughly \$2.7 billion versus \$1.9 billion in 1986, a 40% increase.

In the final quarter of the 1987 fiscal year, it is believed Apple sold more than 175,000 MacIntosh computers, compared with 85,000 for the same three months of 1986.

The Wall Street Journal reported that some analysts believe Apple can continue pricing the MacIntosh at what the market will bear since IBM will not have a comparable graphics machine for at least 18 months, more likely 24 months. It would appear, market analysts simply do not feel Atari at this juncture is a threat to the dominance of the Mac. Quite simply, the Atari ST appears an also-ran in the business market where the MacIntosh is now considered to be a significant force (see table below).

Market Share By Manufacturer
(Jan-Aug. 1987)

IBM.....	40.3%
Apple.....	19.1%
Compaq.....	15.5%
Epson.....	4.1%
AT&T.....	3.1%
Kaypro.....	2.8%
Others.....	15.1%

Source: InfoWorld

Despite the success of the Mac, Apple still relies quite heavily upon the Apple

II computer line estimated to account for nearly 40% of the company's total sales. A considerable portion of the Apple II sales are to the educational market. Although IBM introduced a machine specifically targeted at the educational market last September, sales have been a disappointment to-date. This criticism can also be aimed at Atari, which seems to have had little impact in the educational market. School systems in the Washington D.C. area which were in the earlier years committed to the Atari 8 bit line do no seem to

be purchasing either the 520 ST or 1040 ST as they upgrade.

Apple closed at \$36.5 on October 19, down more than \$25 per share in the last month. It looks like a good buy at this price.

IBM:

International Business Machines (IBM) Corporation announced it's first significant increase in profit since early 1986. For the 3rd quarter of 1987 profits rose by 12.2%. For the 9 months of 1987, total revenues rose by 5.5% to \$36.2 billion from \$34.3 billion for the same period of 1986. (Did you notice that IBM's total revenues over the last four quarters are more than 25 times larger than Apple total sales for fiscal 1987.)

Despite this impressive gain, IBM stock did not appreciate prior to Black Monday. Investors held back puzzled as to why IBM's profitability failed to improve more significantly given that 14,000 employees were laid off at the end

of the second quarter. On the other hand, IBM profitability was aided by the fall in the U.S. dollar which added roughly \$300 million in profits and over \$2

billion to revenue over the first 3 quarters of 1987.

IBM closed at \$125.25 per share on October 19. If I only had some more cash on hand to buy. This market close was more than \$50 below its August high. However, be prepared to move out again quickly with the blue chips such as IBM.

Nibble Bits:

o WordPerfect 4.1 for the Atari ST is now available. It has all the pull-down menus and features that accompany the MacIntosh version released last month. Early purchasers say it has a few bugs but knowing the folks from Word Perfect, they will be corrected in very short order. L&Y Computers in Woodbridge is selling version 4.1 for around \$200.

o A high resolution color monitor is being made for Atari right now in the Far East. It will be compatible with both the ST line of computers and the Mega.

Look for this monitor around June 1988.

o According to a rumor reported in InfoWorld, look for Steve Jobs of Apple fame to share with Atari Corp. a custom graphics chip. According to this report, it will be shown at Atari's booth at COMDEX.

Next month some Christmas suggestions for both the ST and 8 bit machines and electronics in general.

ZMAG/ST-REPORT Special Offer

```
* * * * *
*
*           FoReM BBS Coupon Offer
*   The Most Powerful BBS System for Atari ST & IBM
* Exclusively for the Readers of Zmagazine/ST-Report
*
*           NEW 2.0!      *      $59.95
*
*   Fifteen dollars off if you send in this coupon to:
*
*           Commnet Systems
*           50 Eaton Road
*           Farmington, MA 01701
*           (617)877-0257 (Voice)
*           (617)877-8756 (BBS)
*           Specify ST or PC Please
*
*           This Offer May be Withdrawn At Any Time
* * * * *
```

<<<< Share Ware >>>>

by Calamity Jane

I_love the Share Ware idea... I mean the WHOLE thing. If you like a program and can use it...then send the programmer the money. For the most part, the Share Ware programs I have seen are top-quality stuff...I mean, top quality. DCopy by

Ralph Walden, is the first I got involved with. I use it EVERY DAY! Now with the FoReM BBS program supporting the Doors <the on-line games etc>, we will see more of this spring up. The Mailer that allows FoReM to F-Net, is Share Ware. The Mailer was not a one week job, but several months worth of_very hard work. In my opinion, Dave Chiquelin deserves something. The --*Space Empire--* game has taken alot of time and effort...Jon deserves something also. So does every one else who desires/deserves it.

I F-Netted a "check" <done in the message base> to Dave Chiquelin for the Mailer program--have you had much luck cashing that yet?? <grin> And, today I sent my ten bucks to Jon Radoff for the --*SE*-- game, but I went a step further. I have a friend that is, well busted up and busted...<a long story, I shall skip> He wants the game desperately, but ten bucks is ten bucks. It would

be so easy for me to get the game for myself and zap off a copy and F-Net the sucker to him, and not care whether HE pays for it. I chose not to do this... I

paid for him also. After all, I would rather have HIM owe ME!! Some of you are going to think I am nuts...fine, go ahead, but I think so much of this Share Ware program that I will do all I can to support it.

It's one thing for me to pay 40+ bucks for a piece of software, that I discover is a pile of garbage. And of course I don't REALLY know this, till I boot it up and play!! But it is quite another situation for me to play with the software, get to know it, and see that it fits my needs. Then send my money.

The Co-SysOp of The Prairie Chip, Byron Cullen, is writing a game for the FoReM Doors...It will be Share Ware. Will I pay him?? HIM?? Probably not, I can get away with just feeding him...<grin> He will take me up on it, even though we are a few hundred miles away...I do not doubt my Co...The Chip will be home base for this new game and I shall attempt to see he gets what he deserves... I know how much work has gone into his spectacular game. I only have so much control though...

Another method I thought was a _nice way to pay for Share Ware, was to send the programmer two bucks or two disks...You know this one isn't in it for the money... The disks are for saving all that wonderful data on...If the author of something you use, wants ten dollars and all you have is five--by all means send it!! He or she will appreciate the fact you even bothered.

Support the Share Ware idea...

May it Live Long and Prosper...

<<Permission granted to reprint>>
--CJ--

A New Online Service = CROSSROADS =

A New Era in Telecommunications

Crossroads of yesteryears:

In history, general stores were often located at 'cross-roads' which in thinly

populated areas became a meeting place for gossip. Within this homespun atmosphere, barrels in which crackers, or biscuits were kept, were often used as seats in the country stores by local folk who met there and exchanged views on topics of the day.

CROSSROADS of today:

Located in Phoenix, the capital city of Arizona, Crossroads premieres on November 21st; serving as a meeting place for the thinly populated but ever growing modern community.

So, whether you are

- * male or female
- * young or old
- * computer neophyte or tech wizard
- * realist or fantasist

GATHER AT THE CROSSROADS of this century and enjoy the marvels of today's technology with telecomputing as Crossroads offers something of interest for everyone!

ONLINE 24 Hours per day - 7 days per week 300/1200 Baud 602-971-2240
--

USENET

Crossroads will be an 'official' node of Usenet. This service provides literally thousands of messages, abstracts, news items and program sources every 2 weeks. Information is distributed and received from all over the world

and is widely used by most universities, many government facilities and software and hardware companies.

FIFTY MEGABYTES of information every two weeks from 290 categories!

SOFTWARE & SHAREWARE

Crossroads features one of the LARGEST selections of QUALITY public domain software and shareware download collections in the west. Programs available include:

- Menu Utilities
- Languages & Language Tutorials
- Games
- BBS Programs
- Music
- DBMS Software
- Programming Aids
- Graphics & Support Utilities
- Communications
- Word Processors
- Spreadsheets & Templates
- Printer Utilities

PLUS over 700 Adventure Game solutions, maps and reviews. and MORE!!!

MULTI-USER CHAT SERVICE

One of the most enjoyable advantages of a multiuser online service is the capability to chat (talk) to any other person who also happens to be on the system at the same time as you are online.

This is a rather unique and entertaining way to meet people and make new friends from all over the country!

COMPUTER SUPPORT

Over 290 Megabytes of downloads and information, message exchanges, online magazines, computer news and computing and language tutorials available online for all microcomputers and languages!

ONLINE GAMES

Over 20 online games with MORE projected! Several will feature full screen movement utilizing all the best features of terminal emulation. Kingdom, during beta-test proved to be the most popular. It features a multi-level dungeon (of unknown depths) with full screen-oriented movement, potions, spells, shops, wands, spellbooks and of course, TONS of monsters. It is FILLED

with PUZZLES where you learn how to defeat the monsters and gain experience by playing and learning the game. Over 50 COMMANDS!

SURPRISE FEATURES

Features abound in Crossroads and there is so much to view on the system that it is impossible to do everything, so it will be up to you to personalize your profile and select your favorite options. Many features either planned or currently being added are 'unique' from most online systems. Other features will include:

Chris's House of Weirdness: (what you think you posted is not always what you get -- you'll have to try it out to see what I mean, but it was VERY popular during Beta-Test).

Holiday Editions of Crossroads: Special sections with a 'holiday flavor' with stories, poems, recipes, ideas and lore to make all your holiday's special and memorable in the spirit of the season.

Play Murder Party: On special featured nights, Crossroads will feature a 'real-time' MURDER PARY where participants will receive their character packets via mail and must play out their characters and give clue in real-time multi-chat. This should be lotsa fun and of course, a neat prize goes to the winner!

Crossroads' Computer Mall: Our own online store where all members can really save \$\$\$\$ on factory closeouts and store liquidation items at REALLY SPECIAL prices!

Crossroads is the LEAST EXPENSIVE system of this type in the country!
Membership is only \$30 per year and only 25 cents minimum charge per call and 25 cents for each additional hour (non-prime time).

Prime time charges (between 6PM and midnight daily) are only slightly higher at 50 cents per call and 50 cents for each additional hour.

I hope you enjoyed reading this preview of our new SUPER SYSTEM and if you have any questions, just let us know and we'll be glad to assist you.

For those wishing to subscribe to Crossroads, please print out and fill in the following subscription form.

Name: _____
Address: _____
City/State/Zip: _____
Phone: (____) _____
Age: _____
Computer: _____
Modem: _____

_____ Complete membership package \$30.00
_____ Hours of additional time @ 25 cents per hour \$_____

TOTAL AMOUNT _____

Pick One:

___ Please enroll me as a member to your system. I understand that once my hours of system time have been used up, I may purchase additional time using my

Visa or Mastercard or by check or money order. Check or Money Order will net me 10% more system time. I also understand that this membership is good for 1 year from purchase date.

Date: _____

Signature: _____

___ Please enroll me as a member to your system. I hereby authorize Crossroads Communications to charge all costs that I incur as a subscriber to the Crossroads system directly to the below listed credit card account, until I otherwise notify Crossroads Communications in writing. I understand that my membership will remain active until 30 days following the receipt of a written cancellation notice sent by me to Crossroads Communications Systems.

Date: _____

Signature: _____

Card Number: _____
Expiration Date: _____

Name on card (if different from above):

=====
Membership requests or additional information can be addressed to:

Crossroads Communications

P. O. Box 30656
Phoenix, Arizona 85046

LUNAR LANDER

By John Williams

Well, by now, you might be totally frustrated with lunar lander. Let me assure you that not only is this game winnable, but with a little practice, EASY! Don't be surprised if you start dreaming up new screens in DEGAS to further challenge your mouse coordination.

First, I'll start with the controls:

Vertical Mouse Movement

This controls the thrust. The thrust determines your acceleration according to the direction your ship is pointing. The ship is a triangle with two long sides and a short side. I sacrificed the graphics in this game in order to provide optimum real time response. The short side of the triangle is where the thrust comes out.

Horizontal Mouse Movement

This controls the rate of rotation. The more the mouse is positioned to the left, the faster the ship spins counter clockwise. The more the mouse is positioned to the right, the faster the ship spins clockwise.

How to land the ship:

Mostly, this game requires gentle movements of the mouse. Violent movements are the fastest way to lose control of the ship. Throughout the game you will want to keep the mouse essentially centered. The alert box between games allows you to start each one from a known mouse position.

When you start a decent, the first thing to do is relax. Keep the mouse essentially centered, pulling it very slightly to the side until the tip of the ship is pointing at 10 or 11 oclock. This is the optimum angle of attack, and a prerequisite to landing. You will have to adjust your angle of attack as you decent, moving the mouse gently in either direction to compensate for rotational drift. The thrust should be about mid way.

You should practice keeping the ship in control in one place on the screen. This involves gently applying thrust and rotation to compensate for drift and gravity. Once you have the ship under control, landing it is much easier by gently applying thrust and rotation to slowly maneuver yourself to your target.

The targets themselves are red, and are quite visible. You have to land ON the target, while maintaining a slow, controlled speed. The targets to the right are easier, as they allow a greater margin of error.

REMEMBER THESE ESSENTIAL POINTS:

- 1) Keep the mouse more or less centered!
- 2) Keep the tip of the ship up!

- 3) Be gentle!
- 4) Be patient!

I use these techniques, and in fact, designed the game around these techniques!

I am able to land the ship anywhere on the screen, BUT, only when I let myself relax. You have unlimited fuel, TAKE YOUR TIME!

Before you know it, you'll be ready for the next game I upload!

HARDWARE REVIEW

by Glenda Stocks

SupraModem 2400 (Tm)
Suggested Retail price
\$199.95
Supra Corporation
1133 Commercial Way
Albany, OR 97321
(503) 967-9075
DESCRIPTION

The SupraModem is a 100% Hayes compatible modem, which operates at 300,1200, and 2400 bits per second. SupraModem connects to your computer with an RS-232C

cable, and connects to a modular telephone jack. The SupraModem has a nonvolatile memory, in which can be stored one telephone number and one modem configuration. The SupraModem is software configurable, and there are NO dipswitches available to be set. The modem measurements are 1 inch tall, by 4 and 5/8 inches wide, by 6 and 1/2 inches long; about the same size as a standard paperback book. The unit has a silver-look metal casing, on the front of which are 8 indicator lights and an ON/OFF button. There is a phone jack on the rear of the modem to hook up your telephone receiver.

FEATURES

The SupraModem 2400 has the features listed below:

- > Command Buffer That Holds 40 Characters.
- > Six Different Self tests.
- > Call Progress Monitoring Features:
 - wait for dialtone
 - detect busy
 - wait for silence
 - detect answer tone
- > Standard Result Codes.
- > One Inch Speaker (Underneath) With Programmable Volume Control.
- > The Following Indicator Lights:
 - High Speed (HS)
 - Auto Answer (AA)
 - Carrier Detect (CD)

- Off-Hook (OH)
 - Receive Data (RD)
 - Send Data (SD)
 - Terminal Ready (TR)
 - Modem Ready (MR)
- > User Modifiable, nonvolatile RAM That Stores The Following Configuration Settings:
- one telephone number
 - S0_ring to answer on
 - Ex_command echo
 - Qx_result codes
 - Vx_word or # codes
 - Tone or Pulse dial
 - &D_handling the DTR
 - &C_handling the DCD
 - Yx_long space disconnect
 - Lx_speaker volume
 - Mx_speaker control
 - Xx_result code options
 - &P_make/break ratio
 - &T_for tests
 - 300,600,1200,or 2400
 - Parity
 - &G_guard tones
 - delay to DTR (S25)
 - RTS/CTS delay (S26)

All of the above settings are saved in RAM by the AT&W command, and are restored by the ATZ command, or when the modem is powered down and then powered back up.

COMPATIBILITY

I tested the SupraModem 2400 while running my OASIS BBS and calling out with both EXPRESS! 850 v.3.0 and the OASIS terminal program. The SupraModem 2400 worked fine with the following RS232 interfaces:

- ATARI 850 interface with RS232.COM R: handler
- ICD P:R connection with PRCSYS.COM R: handler
- ICD MIO internal RS232 port with NO R: handler

I was able to run my BBS in all three configurations. Of course no external R: handler was necessary to run EXPRESS! 850 v.3.0. Also note that the SupraModem 2400 will operate with the DTR signal from the ICD MIO internal RS232 port. Another compatibility note is that the SupraModem can be used by software that is looking for the AVATEX modem, or a HAYES modem. I used both configurations on the BBS. Lastly, under 24 hour operation, the SupraModem 2400's casing temperature is still cool to the touch.

AVAILABILITY

The SupraModem 2400 is available for purchase from Z Innovators at a discount price. To contact Z Innovators CALL:

XBN BBS

617-559-6844 300/1200/2400 24 hours Main Menu Option [P]

WRITE:

Z Innovators
1344 Park St.
Stoughton, MA 02072

Answering Service Number: 617-586-3335

PRODUCT ANNOUNCEMENT (Re-Release)

SABA INTRODUCES \$1,299 FULL-PAGE DOCUMENT READER FOR EASY DOCUMENT EDITING

BEAVERTON, Ore., June 8, 1987--Saba Technologies today introduced a \$1,299 full-page document reader with document formatting capabilities that allows administrative assistants, secretaries and other office typists using IBM Personal Computers or compatibles to easily edit documents. The product, called Page Reader, is approximately one half the price of current image and OCR scanners on the market.

"The market for page scanners has been limited because of the high price of current scanners and because these products haven't been designed to meet document editing needs of administrative assistants and secretaries," said Robert Petkun, Saba Technologies' president. "Other OCR scanners can transfer characters into application programs, but they are not good at preserving the format of a document. Page Reader formats for a wide variety of word processing programs, preserving the same indentations, tabs, spaces and columns

as the original document. Secretaries can immediately proceed with editing tasks instead of having to spend time inserting or deleting codes first. This is because Page Reader creates codes that professional typists would use if they were typing the document themselves."

Page Reader supports the formats of leading word processing programs, including Wordstar, Microsoft Word, Multimate, WordPerfect and DisplayWrite. It transfers information into these programs the way the information appears on the printed page.

Saba is primarily targeting Page Reader to the approximately 5 million secretaries and typists who use personal computers and word processing applications in their work.

In addition to its word processing formatting capabilities, Page Reader also has other features that make it attractive for other applications. These include the ability to transfer columns of words and numbers into Lotus 1-2-3--the first scanner on the market to provide this feature--and to capture such business graphics as charts and graphs. Page Reader reads graphics into two popular graphics programs: PC Paint and PC Paintbrush. From these two programs, business graphics can be easily transferred into such document layout programs as Aldus PageMaker and Ventura Publisher.

Page Reader Operates in the Background; Is Easy to Use

Page Reader has a built-in sheet feeder that enables it to read stacks of up to

five typewritten pages. While the scanner is operating, users can continue to use their computer for other tasks. Page Reader is the only scanner on the market to provide this feature. On completing its work, the reader alerts the user that its job is done.

Page Reader's optical character recognition (OCR) software resides in the computer's memory along with users' application programs. The software provides users with an easy-to-use menu-driven interface accessible with one keystroke from application programs. Users simply indicate what word processing program they are using and press one key on their personal computer keyboard to activate Page Reader. Page Reader does the rest.

Page Reader automatically recognizes type styles if users don't know them themselves. Once Page Reader is finished processing, users can import their documents to their applications with a single keystroke.

Built-in Flexibility

In addition to being able to preserve the format of documents being read, Page Reader also has the flexibility to allow users to change that format according to their needs. The product, for example, lets users read only portions of pages, eliminating unwanted letterheads or singling out only those paragraphs they need. This capability is accomplished through a pop-up display that users

can make correspond to the area of the page they want through manipulating the cursor keys. Users also have complete control of tabs, spaces and page breaks.

Reads Most Documents, Highly Accurate, Fast

Page Reader reads documents most commonly found in offices today. These include typed material and output from letter-quality printers, personal-computer laser printers and dot-matrix printers in near letter-quality mode. In all, Page Reader can recognize 150 fonts.

Quality assurance tests that Saba has conducted show the product to be extremely accurate, with less than one error for every 1,000 characters scanned. Page Reader is also fast, reading a full page of text in less than one minute on an IBM PC AT.

Unlike other scanners on the market that typically are made up of separate components, each one sold separately, Page Reader comes in one package. The package includes the scanner, with the built-in sheet feeder, interface card, interface cable, software and user's manual. Toll-free customer support is provided.

Page Reader operates with IBM PC XT and PC AT and compatibles and requires 270 kilobytes of random-access memory and MS-DOS 2.1 or greater. Saba recommends that systems be configured with 640 kilobytes of RAM and a hard disk.

Page Reader is being shipped to dealers in June. It will be available at more than 200 dealers by July 1.

For more information contact:

Saba Technologies, Inc.
9300 S.W. Gemini Drive

Beaverton, OR 97005 (503) 626-7050

COMPUTER SHOW UPDATE

From Antic Online

NEW YORK

New York City Atari MiniFest Sunday December 6, 1987
220 West 80th Street (right off Broadway) 2nd Floor
11 am to 4:30 pm
\$2, \$1 for members of any recognized Atari User Group.

You are invited to attend the first annual NYC Atari MiniFest. This will be an all-day Atari extravaganza, with experts in all areas from Programming to Desktop Publishing to MIDI. There will be plenty of machines on hand for visitors to use to check out the latest software and hardware available for Atari Computers. Featuring: *MIDI demos by professional musicians

Contact Tom McComb [73147,3171] for more information.

TERMINAL SETTING HELP on GENie

(C) 1987 by Atari Corporation, GENie, and the Atari Roundtables. May be reprinted only with this notice intact. The Atari Roundtables on GENie are *official* information services of Atari Corporation. To sign up for GENie service, call (with modem) 800-638-8369. Upon connection type HHH (RETURN after that). Wait for the U#= prompt. Type XJM11877,GENie and hit RETURN. The system will prompt you for your information.

Your Settings on Genie

By typing SET at any prompt, you can easily change/view your settings at anytime on Genie. You will arrive at a menu that will give you the following selections:

GENie SET Page 900
 Password & User Settings

1. Terminal Settings
2. Change Password
3. View/Change Handle
4. View/Change NickName

By selecting #1 (Terminal Settings) you will reach a secondary menu:

GENie SETUP Page 905
 Terminal Settings

1. GENie Setup Script
2. Terminal Settings

You can choose selection #1 which will bring you through a Setup Script that will ask you each question individually or you can choose #2 which will give you the following menu:

Terminal Settings

1. Prompt Character 63 - This sets your prompt character to "?"

- | | |
|-------------------------------|---|
| 2. Break Char. (0=True Break) | 3 - Break Character is set at Control-C |
| 3. Character Delete Character | 8 - Backspace setting |
| 4. Line Delete Character | 21 - Control-U will delete the current line |
| 5. Terminal Type | 6 - This is the Miscellaneous Terminal type |
| 6. Page Width (# of chars) | 80 - Page Width - Number of characters |
| 7. Page Length (# of lines) | 0 - Number of lines per page length |
| 8. Save changes and return | - Saves your Changes |
| 9. Return, no save | - Exit without saving |

Selection 1 - Is your Prompt Character that Genie sends at the menus. It can be changed by exchanging selection one with another ASCII character value you may want.

Selection 2 - This is your BREAK Character. It is VERY important as it will allow you to break out of most Genie operations. The most common BREAK key combination is Control-C although any other combination can be used, as in CONTROL-X etc.

Selection 3 - This is your character delete selection. You MUST set your backspace setting to 8 No other selection will work.

Selection 4 - This is your line delete character. It is a combination key setting, as in Control-U but may be set to another ASCII value. This will delete the entire line that you are in.

Selection 5 - This is your terminal type setting. For the most part, you would set your setting at 6, which is miscellaneous terminal type.

Selection 6 - This is your page width selection. Your selection will depend on which computer you are using. For the Atari 8 bit line your normal setting would be 40. For the Atari ST and Mega line, your setting would be 80.

Selection 7 - This is your page length which depends on the size of your screen. Normally this would be set at 24 You can also set this selection to 0 and pause your text by using CONTROL-S and resuming text flow by typing CONTROL-Q

Selection 8 - This selection allows you to save your changes by selecting 8 and pushing return.

Selection 9 - This selection allows you to return without saving your changes. Just incase you have changed your mind or wanted to view what your selections are.

Selections are changed as easily as selecting the line you wish to change and replacing it with another.

By selection Option #2 on the SET page you will be able to change your password in this fashion. Please keep your password a secret and change it frequently.

CHANGE PASSWORD

Please enter your current password? Password

Please enter your new password It must be 8 or less characters. ?Password

Please enter your new password a second time to be sure.?Password

Password change is now complete. Your new password is PASSWORD <-----THIS WILL SHOW EVEN IN FULL DUPLEX-

You can change your terminal program to FULL DUPLEX while changing your password while others are around. Your text will not show up on the screen until the last selection has been made..

Changing your handle online is as easy as selecting option #3 from the SET page. All that is needed is to type in a NEW handle or push return for the same.

VIEW/CHANGE
Handle

<----- Old Handle ----->
obsession

<----- New Handle ----->
?Music

Selection #4 from the SET page changes your nickname in the same fashion as changing and viewing your handle. If you have any further questions on this subject within or any other, feel free to contact any one of the sysops on-line.

ST-REPORT Issue #12 November 21, 1987
